

# WU XING: THE NINJA CRUSADE

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## COMBAT TRACKER



## COMBAT BONUSES

+ \_\_\_\_ Strike + \_\_\_\_ Throw + \_\_\_\_ Parry + \_\_\_\_ Dodge  
 + \_\_\_\_ Roll + \_\_\_\_ Grapple + \_\_\_\_ Initiative + \_\_\_\_ Damage  
 Actions per Round \_\_\_\_ Movement \_\_\_\_ Jump H\_\_\_\_/V\_\_\_\_  
 Armor Rating (AR) \_\_\_\_ Throw Range \_\_\_\_/\_\_\_\_/\_\_\_\_

## FIGHTING STYLES

Levels  
 Primary \_\_\_\_\_  
 Secondary \_\_\_\_\_  
 Other \_\_\_\_\_  
 Other \_\_\_\_\_  
 Other \_\_\_\_\_

**Techniques**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Weapon Training:** \_\_\_\_\_

\_\_\_\_\_

Weapon: \_\_\_\_\_ Dmg \_\_\_\_\_ Size \_\_\_\_\_  
 Spd + \_\_\_\_ Strike + \_\_\_\_ Throw + \_\_\_\_ Parry + \_\_\_\_  
 Range \_\_\_\_/\_\_\_\_/\_\_\_\_ Payload \_\_\_\_ RS \_\_\_\_

Weapon: \_\_\_\_\_ Dmg \_\_\_\_\_ Size \_\_\_\_\_  
 Spd + \_\_\_\_ Strike + \_\_\_\_ Throw + \_\_\_\_ Parry + \_\_\_\_  
 Range \_\_\_\_/\_\_\_\_/\_\_\_\_ Payload \_\_\_\_ RS \_\_\_\_

Weapon: \_\_\_\_\_ Dmg \_\_\_\_\_ Size \_\_\_\_\_  
 Spd + \_\_\_\_ Strike + \_\_\_\_ Throw + \_\_\_\_ Parry + \_\_\_\_  
 Range \_\_\_\_/\_\_\_\_/\_\_\_\_ Payload \_\_\_\_ RS \_\_\_\_

Weapon: \_\_\_\_\_ Dmg \_\_\_\_\_ Size \_\_\_\_\_  
 Spd + \_\_\_\_ Strike + \_\_\_\_ Throw + \_\_\_\_ Parry + \_\_\_\_  
 Range \_\_\_\_/\_\_\_\_/\_\_\_\_ Payload \_\_\_\_ RS \_\_\_\_

**Other Equipment**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ELEMENTAL SOUL NATURAL COMBAT

**Earth:** +1 bonus to Strike checks for each successful attack they Dodge in that Round. This bonus is reduced to 0 at the beginning of the next Round.

**Fire:** +1 bonus to Parry for each successful attack they land in that Round. This bonus is reduced to 0 at the beginning of the next Round.

**Wood:** +1 bonus to Strike for each successful attack they land on an opponent that Round. This bonus is reduced to 0 at the beginning of the next Round.

**Metal:** +1 Damage bonus to their attacks for each successful attack their enemies land on them in that Round. This bonus is reduced to 0 at the beginning of the next Round.

**Water:** +1 bonus to Strike for each successful Parry in that Round. This bonus is reduced to 0 at the beginning of the next Round.

## ACTIONS

- Light Strike (Spd 2, +3 Strike, +1 Dmg)
- Full Strike (Spd 4, +3 Dmg)
- Strong Strike (Spd 6, -3 Strike, +6 Dmg)
- Finishing Strike  
(Spd 10, -6 Strike, -1 Stam, +10 Dmg)
- Throw Weapon (page 156)
- Hurl Weapon  
(Spd Size x 3, Range AGY+IQ/x2/x3)
- Aim (Spd 3)
- Coop Attack (Spd +2, -4 penalty, +25% Dmg)
- Disarm (Spd 4, -5 Strike)
- Draw Weapon (Spd 1+Size)
- Feint (Spd 3)
- Initiate Grapple (Spd 4)
- Grapple Action (Spd 5)
- Grapple Reaction (Spd 3)
- Hold Action (Spd 1)
- Mold Chi (Spd 8, -2 Actions)
- Move-Normal (Spd 4/2/1)
- Move-Sprint/Rush (Spd 6)
- Push (Spd 3), Stand (Spd 4)
- Sweep (Spd 3, Stam 1)
- Touch (Spd 1, +2 Strike)
- Use Skill (Spd 6+)

## REACTIONS

- Entangle (Spd 3, -4 Parry)
- Parry (Spd 3, -4 vs. Throw)
- Dodge (Spd 3, -4 vs. Strike)
- Roll (Spd 2)
- Take Hit (Spd 0)
- Take Hit Strategically (Spd 1, -4 Roll)